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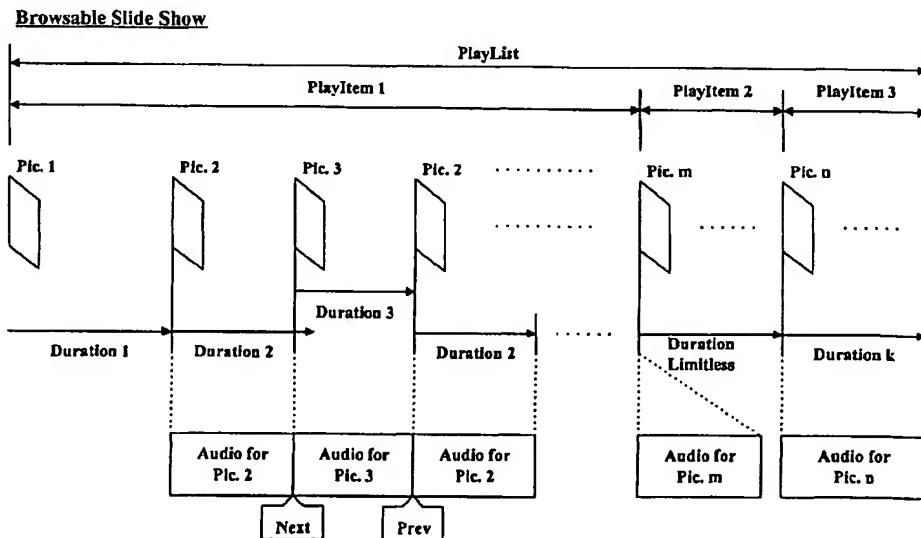
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(54) Title: RECORDING MEDIUM HAVING DATA STRUCTURE FOR MANAGING REPRODUCTION OF DATA RECORDED THEREON AND RECORDING AND REPRODUCING METHODS AND APPARATUSES

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(57) Abstract: The recording medium includes a data structure having at least first and second clip stream files and a playlist. The first clip stream file includes video data representing at least one still image, and the second clip stream file includes at least audio data. The playlist includes at least one playitem and at least one sub-playitem. The playitem indicates at least a portion of the first clip stream file to reproduce, and the sub-playitem indicates at least a portion of the second clip stream file to reproduce.



For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

DESCRIPTION

RECORDING MEDIUM HAVING DATA STRUCTURE FOR MANAGING REPRODUCTION OF DATA RECORDED THEREON AND RECORDING AND REPRODUCING METHODS AND APPARATUSES

1. TECHNICAL FIELD

The present invention relates to a recording medium having a data structure for managing reproduction of at least still images recorded thereon as well as methods and apparatuses for reproduction and recording.

2. BACKGROUND ART

The standardization of new high-density read only and rewritable optical disks capable of recording large amounts of high-quality video and audio data has been progressing rapidly and new optical disk related products are expected to be commercially available in the near future. The Blu-ray Disc Rewritable (BD-RE) and Blu-ray Disk ROM (BD-ROM) are examples of these new optical disks.

While the standard for BD-RE has been published, the standardization for high-density read-only optical disks such as the Blu-ray ROM (BD-ROM) is still under way. Consequently, an effective data structure for managing reproduction of still images recorded on the high-density read-only optical disk such as a BD-ROM is not yet available.

3. DISCLOSURE OF INVENTION

In a first aspect the present invention provides a recording medium having a data structure for managing reproduction of data recorded on the recording medium, comprising: a recording area storing at least first a

second clip stream files and a playlist; the first clip stream file including video data representing at least one still image; the second clip stream file including at least one audio data; the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce; the playitem indicating a start point and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.

In a second aspect the present invention provides a method of recording a data structure for managing reproduction of data recorded on a recording medium, comprising: recording at least first and second clip stream files and a playlist on the recording medium, the first clip stream file including video data representing at least one still image, the second clip stream file including at least one audio data, the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce, the playitem indicating a start point and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.

In a third aspect the present invention provides a method of reproducing a data structure for managing reproduction of data recorded on a recording medium,

comprising: reproducing at least first and second clip stream files and a playlist from the recording medium, the first clip stream file including video data representing at least one still image, the second clip stream file including at least audio data, the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce, the playitem indicating a start point and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.

In a fourth aspect the present invention provides an apparatus for recording a data structure for managing reproduction of data recorded on a recording medium, comprising: a driver for driving an optical recording device to record data on the recording medium; a controller for controlling the driver to record at least first and second clip stream files and a playlist on the recording medium, the first clip stream file including video data representing at least one still image, the second clip stream file including at least audio data, the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce, the playitem indicating a start point and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.

In a fifth aspect the invention provides an apparatus for reproducing a data structure for managing reproduction of data recorded on a recording medium, comprising: a driver for driving an optical reproducing device to reproduce data recorded on the recording medium; a controller for controlling the driver to reproduce at least first and second clip stream files and a playlist from the recording medium, the first clip stream file including video data representing at least one still image, the second clip stream file including at least audio data, the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce, the playitem indicating a start point and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.

The recording medium according to an embodiment of the present invention includes a data structure for managing reproduction of data recorded on the recording medium.

In one exemplary embodiment, a recording area of the

recording medium stores at least first and second clip stream files and a playlist. The first clip stream file includes video data representing at least one still image, and the second clip stream file includes at least audio data. The playlist includes a playitem 5 and a sub-playitem. The playitem indicates at least a portion of the first clip stream file to reproduce, and the sub-playitem indicates at least a portion of the second clip stream file to reproduce.

The present invention further provides apparatuses and 10 methods for recording and reproducing the data structure according to the present invention.

4. BRIEF DESCRIPTION OF DRAWINGS

The above features and other advantages of the present invention will be more clearly understood from the following 15 detailed description taken in conjunction with the accompanying drawings, in which:

Fig. 1 illustrates an exemplary embodiment of a recording medium file or data structure according to the present invention;

Fig. 2 illustrates an example of a recording medium having 20 the data structure of Fig. 1 stored thereon;

Fig. 3 illustrates a method of managing still images for a high-density recording medium in accordance with one exemplary embodiment of the invention;

Fig. 4 illustrates an exemplary embodiment of managing 25 reproduction of still image pictures and audio data using playitems and sub-playitems in association with the embodiment of Fig. 3;

Fig. 5 illustrates an exemplary embodiment of the present invention where still image pictures have an unlimited display 30 duration;

Fig. 6 illustrates an example of a sequential display slide show in which still image pictures are displayed for limited

durations;

Fig. 7 illustrates an example of a browsable slide show performed according to exemplary embodiments of the present invention; and

5 Fig. 8 illustrates a schematic diagram of an embodiment of an optical disk recording and reproduction apparatus of the present invention.

5. MODES FOR CARRYING OUT THE INVENTION

In order that the invention may be fully understood, 10 exemplary embodiments thereof will now be described with reference to the accompanying drawings.

A high-density recording medium such as a high density optical disk, for example, a Blu-Ray ROM (BD-ROM), BD-RE, etc. in accordance with the invention may have a file or data structure 15 for managing reproduction of video and audio data as shown in Fig. 1. Some aspects of the data structure according to the present invention shown in Fig. 1 are the same as the well-known BD-RE standard, as such these aspects will not be described in great detail.

20 As shown in Fig. 1, the root directory contains at least one BD directory. The BD directory includes general files (not shown), a PLAYLIST directory in which playlist files (e.g., *.mpls) are stored, a CLIPINF directory in which clip information files (*.clpi) are stored, and a STREAM directory in which 25 MPEG2-formatted A/V stream clip files (*.m2ts), corresponding to the clip information files, are stored.

The STREAM directory includes MPEG2-formatted A/V stream files called clip streams files or just clip files. The A/V stream includes source packets of video and audio data. For example, a 30 source packet of video data includes a header and a transport packet. A source packet includes a source packet number, which is generally a sequentially assigned number that serves as an address for

accessing the source packet. Transport packets include a packet identifier (PID). The PID identifies the sequence of transport packets to which a transport packet belongs. Each transport packet in the sequence will have the same PID.

5 The CLIPINF directory includes a clip information file associated with each A/V stream file. The clip information file indicates, among other things, the type of A/V stream associated therewith, sequence information, program information and timing information. The sequence information describes the arrival time
10 basis (ATC) and system time basis (STC) sequences. For example, the sequence information indicates, among other things, the number of sequences, the beginning and ending time information for each sequence, the address of the first source packet in each sequence and the PID of the transport packets in each sequence. A sequence
15 of source packets in which the contents of a program is constant is called a program sequence. The program information indicates, among other things, the number of program sequences, the starting address for each program sequence, and the PID(s) of transport packets in a program sequence.

20 The timing information is referred to as characteristic point information (CPI). One form of CPI is the entry point (EP) map. The EP map maps a presentation time stamp (e.g., on an arrival time basis (ATC) and/or a system time basis (STC)) to a source packet address (i.e., source packet number). The presentation time stamp
25 (PTS) and the source packet number (SPN) are related to an entry point in the AV stream; namely, the PTS and its related SPN point to an entry point on the AV stream. The packet pointed to is often referred to as the entry point packet.

 The PLAYLIST directory includes one or more playlist files.
30 The concept of a playlist has been introduced to promote ease of editing/assembling clips for playback. A playlist file is a collection of playing intervals in the clips. Each playing interval is referred to as a playitem. The playlist file, among other things,

identifies each playitem forming the playlist, and each playitem, among other things, is a pair of IN-point and OUT-point that point to positions on a time axis of the clip file (e.g., presentation time stamps on an ATC or STC basis). Expressed another way, the 5 playlist file identifies playitems, each playitem points to a clip file or portion thereof and identifies the clip information file associated with the clip file. The clip information file is used, among other things, to map the playitems to the clip file of source packets.

10 The general information files (not shown) provide general information for managing the reproduction of the A/V streams recorded on the optical disk.

In addition to illustrating the data structure of the recording medium according to an embodiment of the present 15 invention, Fig. 1 represents the areas of the recording medium. For example, the general information files are recorded in one or more general information areas, the playlist directory is recorded in one or more playlist directory areas, each playlist in a playlist directory is recorded in one or more playlist areas of the recording 20 medium, etc. Fig. 2 illustrates an example of a recording medium having the data structure of Fig. 1 stored thereon. As shown, the recording medium includes a file system information area, a data base area and an A/V stream area. The data base area includes a general information file and playlist information area and a clip 25 information area. The general information file and playlist information area have the general information files recorded in a general information file area thereof, and the PLAYLIST directory and playlist files recorded in a playlist information area thereof. The clip information area has the CLIPINFO directory and associated 30 clip information files recorded therein. The A/V stream area has the A/V streams for the various titles recorded therein.

Video and audio data are typically organized as individual titles; for example, different movies represented by the video and

audio data are organized as different titles. Furthermore, a title may be organized into individual chapters in much the same way a book is often organized into chapters.

Because of the large storage capacity of the newer, 5 high-density recording media such as BD-ROM and BD-RE optical disks different titles, various versions of a title or portions of a title may be recorded, and therefore, reproduced from the recording media. For example, video data representing different camera angles may be recorded on the recording medium. As another example, versions 10 of title or portions thereof associated with different languages may be recorded on the recording medium. As a still further example, a director's version and a theatrical version of a title may be recorded on the recording medium. Or, an adult version, young adult version and young child version (i.e., different parental control 15 versions) of a title or portions of a title may be recorded on the recording medium. Each version, camera angle, etc. represents a different reproduction path, and the video data in these instances is referred to as multiple reproduction path video data.

Because of the large storage capacity of the newer, 20 high-density recording media such as BD-ROM still images may be recorded and reproduced in an organized and/or user interactive fashion, for example, as slideshows. The data structure for managing reproduction of still images for a high-density optical disk in accordance with embodiments of the present invention will 25 be described along with methods and apparatuses according to embodiments of the present invention for recording and reproducing still images.

A method of managing still images for a high-density recording medium in accordance with one exemplary embodiment of 30 the invention records a plurality of still image pictures on a high density recording medium such as a BD-ROM based in part on the file structure and recording format of the BD-RE. As shown in Fig. 3, the plurality of still images (e.g., JPEG, etc.) are

stored as a separate clip file Still_Clip File, separate from clip files of audio and/or video data (e.g. movie video data).

After the clip file Still_Clip File is stored, a clip information file Still_Clip_Information File corresponding to the 5 clip file Still_Clip File is created and recorded. The clip information file Still_Clip_Information File includes an entry point (EP) map and a plurality of sequences Still_Sequence 1 and Still_Sequence 2. Each of the entry points contained in the entry point map corresponds to a still image picture. For example, each 10 entry point provides a start address (e.g., source packet number) of the beginning of the video data forming the associated still image picture. . In one exemplary embodiment, each still image picture at least begins with an MPEG2 I (intra-coded) picture, and therefore, the start address point to this I picture. In 15 another exemplary embodiment, the still image picture only includes an I picture of video data.

An entry point for a still image picture may include address information and duration information for the still image picture. Instead of or addition to the duration information, the entry 20 point may include a presentation time stamp (PTS) for the associated still image picture. The entry point may further include duration information or a presentation time stamp (PTS) of audio data to be played simultaneously with the still image picture.

25 As shown in Fig. 3, each of the still sequences included in the clip information file Still_Clip_Information File has the information fields of 'Start_picture_number', 'Number_of_pictures', and 'Picture_size'. The name of each field is self explanatory as to the information being conveyed in that 30 field. Each of the still image pictures associated with a sequence have the same attribute and picture size.

As shown, the first sequence Still_sequence 1 has the information that Start_picture_number=1, Number_of_pictures=7,

and Picture_size=1920×1080; and the second still sequence Still_sequence 2 has the information that Start_picture_number=8, Number_of_pictures=10, and Picture_size=960×540. Furthermore, the start of the still sequence may be represented by an offset 5 picture number.

The display of still images and audio data for playback during display of still images may also be managed at the playlist level according to exemplary embodiments of the present invention. In one exemplary embodiment, playitems of a playlist are used to 10 manage reproduction of video data forming still image pictures and sub-playitems of the playlist are used to manage reproduction of audio data for playback with the still image pictures. A playitem may indicate reproduction of a single still image picture. Or, a playitem may indicate reproduction of a group of still image 15 pictures, and also may indicate the display mode for the group.

Fig. 4 illustrates an exemplary embodiment of managing reproduction of still image pictures and audio data using playitems and sub-playitems in association with the embodiment of Fig. 3. As shown, the playitem of a playlist includes the 20 information 'IN_Picture' and 'Out_Picture', which indicates the beginning and ending of a group of still image pictures Picture 1-Picture n in a clip file such as the Still_Clip File of Fig. 3. As discussed above with respect to Fig. 3, in an exemplary embodiment, an entry point is associated with each still image. 25 The entry points form at least part of an EP map in a clip information file associated with the clip file including the still image pictures Picture 1 - Picture n. The entry points provide the duration and/or PTS for each picture. As shown in Fig. 4, the sub-playitem of the playlist includes the information 30 'IN_Time and 'Out_Time', which indicates the beginning and ending of an audio stream in a clip file separate from the Still_Clip File to be played in association with the still image pictures. As further shown in Fig. 4, the 'IN_Time and 'Out_Time'

information provided by the sub-playitem is synchronized with the 'IN_Picture' and 'Out_Picture' provided by the playitem such that during reproduction, an optical disk reproducing apparatus such as described in detail below plays back portions of the audio data 5 for the second, third and fourth still image pictures Pictures 2, 3 and 4 in synchronization with the display of those pictures.

While Fig. 4 illustrated display of still image pictures for limited durations, Fig. 5 illustrates an exemplary embodiment of the present invention where still image pictures have an unlimited 10 display duration. In this embodiment, the entry point associated with a still image picture Picture 1 has been set to limitless. As a result, an optical disk reproducing apparatus such as described in detail below displays the still image picture indefinitely. Furthermore, Fig. 5 shows that the playlist 15 including the playitem instructing reproduction of the still image picture Picture 1 also includes a sub-playitem instructing reproduction of a portion of audio data in a separate clip file. When the display duration of the still image picture is limitless, the optical disk producing apparatus plays the audio data 20 associated with the still image picture repeatedly with no limit, or alternatively for a prescribed number of repetitions. Also, in response to the limitless duration of the still image picture, the optical disk reproducing apparatus displays the still image picture until user input is received.

25 Fig. 6 illustrates an example of a sequential display slide show based on the above-described data structures in which still image pictures are displayed for limited durations. In an example shown in Fig. 6, the optical disk reproducing apparatus performs a slide show, which sequentially displays a plurality of still 30 image pictures stored in a clip file according to the duration information included in the entry points of the clip information file associated with the clip file.

Alternatively, a presentation time stamp (PTS) for each of

the still images may be recorded instead of the duration information. In this case, the optical disk reproducing apparatus performs the slide show in the same manner using the presentation time stamp (PTS) associated with each image to determine when to start 5 displaying the associated still image.

If an entry point also includes audio duration information or audio presentation time stamps (PTS) related to the still image pictures, the optical disk reproducing apparatus performs a slide show in the same manner using the audio duration information or 10 audio presentation time stamps.

The optical disk reproducing apparatus may also perform a browsable slide show in which a plurality of still image pictures are displayed with unlimited duration. In a browsable slide show, the optical disk reproducing apparatus skips between playing 15 still images based on user input. Fig. 7 illustrates an example of a browsable slide show based on the above-described data structures performed according to exemplary embodiments of the present invention. As shown, a playlist includes first-third playitems PlayItem 1, PlayItem 2 and PlayItem 3. Each of the 20 first-third playitems PlayItem 1, PlayItem 2 and PlayItem 3 includes information for reproducing one or more still image pictures from one or more clip files including still image pictures.

As shown in Fig 7, the portion of the clip file referenced 25 by the first playitem PlayItem 1 includes at least first, second and third pictures Pic. 1, Pic. 2 and Pic. 3. Fig. 7 further graphically illustrates that the respective entry points associated with the first, second and third pictures Pic. 1, Pic. 2 and Pic. 3 provide for respective limited display durations 30 Duration 1, Duration 2, and Duration 3.

Accordingly, the still image pictures of the first playitem PlayItem 1 are displayed sequentially. However, if during the display of a still image picture the optical disk reproducing

apparatus receives user input instructing the display of a previous or next still image picture, the optical disk reproducing apparatus ends display of the current still image picture and displays the previous or next still image picture. Fig. 7

5 illustrates the example where during the display of the second still image picture Pic. 2, user input instructing display of a next still image picture is received. When the request is received, the optical disk reproducing apparatus refers to the entry point for the next still image picture; namely, the entry point

10 following the entry point for the currently displayed still image. Using this next entry point, the next still image picture Pic. 3 is displayed. Fig. 7 further illustrates the example where during the display of the third still image picture Pic. 3, user input instructing display of a previous still image picture is

15 received. When the request is received, the optical disk reproducing apparatus refers to the entry point for the previous still image picture; namely, the entry point preceding the entry point for the currently displayed still image. Using this previous entry point, the previous still image picture Pic. 2 is displayed.

20 As further shown in Fig. 7, if audio data is associated with each still image picture, then the user input also effects changes in the reproduced audio data in the same manner as described above with respect to the video data for the still image pictures.

It will further be appreciated from Fig. 7 that the browsable

25 slide show takes place with respect to still image pictures having limitless display durations such as shown in the second playitem PlayItem 2. The skipping from one still image picture to a next or previous still image picture takes place in the same manner as described above with respect to the first playitem PlayItem

30 1.

Fig. 8 illustrates a schematic diagram of an embodiment of an optical disk recording and reproducing apparatus according to the present invention. As shown, an AV encoder 9 receives and

encodes data (e.g., still image data, audio data, etc.). The AV encoder 9 outputs the encoded data along with coding information and stream attribute information. A multiplexer 8 multiplexes the encoded data based on the coding information and stream attribute 5 information to create, for example, an MPEG-2 transport stream. A source packetizer 7 packetizes the transport packets from the multiplexer 8 into source packets in accordance with the audio/video format of the optical disk. As shown in Fig. 8, the operations of the AV encoder 9, the multiplexer 8 and the source 10 packetizer 7 are controlled by a controller 10. The controller 10 receives user input on the recording operation, and provides control information to AV encoder 9, multiplexer 8 and the source packetizer 7. For example, the controller 10 instructs the AV encoder 9 on the type of encoding to perform, instructs the 15 multiplexer 8 on the transport stream to create, and instructs the source packetizer 7 on the source packet format. The controller 10 further controls a drive 3 to record the output from the source packetizer 7 on the optical disk.

The controller 10 also creates the navigation and management 20 information for managing reproduction of the data being recorded on the optical disk. For example, based on information received via the user interface (e.g., instruction set saved on disk, provided over an intranet or internet by a computer system, etc.) the controller 10 controls the drive 3 to record one or more of 25 the data structures of Figs. 1-7 on the optical disk.

During reproduction, the controller 10 controls the drive 3 to reproduce this data structure. Based on the information contained therein, as well as user input received over the user interface (e.g., control buttons on the recording and reproducing 30 apparatus or a remote associated with the apparatus), the controller 10 controls the drive 3 to reproduce the data from the optical disk. For example, as discussed above with respect to the embodiments of the present invention, a still image or still images

may be reproduced in association with audio data based on the navigation information. Furthermore, an image or group of images may be reproduced as a slideshow or portion of a slideshow. As also discussed, a slideshow may be synchronized, browsable, etc.

5 The reproduced source packets are received by a source depacketizer 4 and converted into a data stream (e.g., an MPEG-2 transport packet stream, etc.). A demultiplexer 5 demultiplexes the data stream into encoded data. An AV decoder 6 decodes the encoded data to produce the original data that was feed to the AV 10 encoder 9. During reproduction, the controller 10 controls the operation of the source depacketizer 4, demultiplexer 5 and AV decoder 6. The controller 10 receives user input on the reproducing operation, and provides control information to AV decoder 6, demultiplexer 5 and the source packetizer 4. For example, the 15 controller 10 instructs the AV decoder 9 on the type of decoding to perform, instructs the demultiplexer 5 on the transport stream to demultiplex, and instructs the source depacketizer 4 on the source packet format.

While Fig. 8 has been described as a recording and reproducing 20 apparatus, it will be understood that only a recording or only a reproducing apparatus may be provided using those portions of Fig. 8 providing the recording or reproducing function.

As will be appreciated from the forgoing disclosure, the present invention provides a recording medium having a data 25 structure for managing still images recorded on a high-density recording medium (e.g., a high-density optical disk such as a BD-ROM). For example, the data structure allows for displaying still images and possibly audio data in various ways.

As apparent from the above description, the present invention 30 provides methods and apparatuses for recording a data structure on a high density recording medium for managing still images recorded on the recording medium.

The above description further provides methods and apparatus

for reproducing still images recorded on a high density recording medium based on a data structure, also recorded on the high density recording medium, for managing the reproduction of still images.

While the invention has been disclosed with respect to a limited number of embodiments, those skilled in the art, having the benefit of this disclosure, will appreciate numerous modifications and variations there from. For example, while described with respect to a Blu-ray ROM optical disk in several instances, the present invention is not limited to this standard of optical disk or to optical disks. It is intended that all such modifications and variations fall within the spirit and scope of the invention.

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A recording medium having a data structure for managing reproduction of data recorded on the recording medium, comprising:
 - a recording area storing at least first and second clip stream files and a playlist;
 - 5 the first clip stream file including video data representing at least one still image;
 - the second clip stream file including at least audio data;
 - the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce;
- 10 the playitem indicating a start point and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.
2. The recording medium of claim 1, wherein the playitem and the sub-playitem provide for reproducing at least one still image and audio data, respectively, such that
- 15 the still image and the audio data are played in synchronization with one another.
3. The recording medium of claim 1, wherein
 - the first clip stream file includes video data representing more than one still image; and
 - the playitem indicates to reproduce a number of the still images.
- 20 4. A method of recording a data structure for managing reproduction of data recorded on a recording medium, comprising:
 - recording at least first and second clip stream files and a playlist on the recording medium, the first clip stream file including video data representing at least one still

image, the second clip stream file including at least audio data, the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce, the playitem indicating a start point 5 and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.

5. A method of reproducing a data structure for managing reproduction of data recorded on a recording medium, comprising:

10 reproducing at least first and second clip stream files and a playlist from the recording medium, the first clip stream file including video data representing at least one still image, the second clip stream file including at least audio data, the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a 15 portion of the second clip stream file to reproduce, the playitem indicating a start point and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.

6. An apparatus for recording a data structure for managing reproduction of data 20 recorded on a recording medium, comprising:

a driver for driving an optical recording device to record data on the recording medium;

a controller for controlling the driver to record at least first and second clip stream files and a playlist on the recording medium, the first clip stream file including video data 25 representing at least one still image, the second clip stream file including at least audio data, the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce, the playitem indicating a start point and an end point for reproducing the video data in the

first clip stream file, the sub-playitem indicating a start point and an end point for reproducing the audio data in the second clip stream file.

7. An apparatus for reproducing a data structure for managing reproduction of data recorded on a recording medium, comprising:

5 a driver for driving an optical reproducing device to reproduce data recorded on the recording medium;

a controller for controlling the driver to reproduce at least first and second clip stream files and a playlist from the recording medium, the first clip stream file including video data representing at least one still image, the second clip stream file including at

10 least audio data, the playlist including at least one playitem and at least one sub-playitem, the playitem indicating at least a portion of the first clip stream file to reproduce, the sub-playitem indicating at least a portion of the second clip stream file to reproduce, the playitem indicating a start point and an end point for reproducing the video data in the first clip stream file, the sub-playitem indicating a start point and an

15 end point for reproducing the audio data in the second clip stream file.

8. The recording medium of claim 1, wherein the playitem and the sub-playitem provide for reproducing at least one still image and audio data, respectively, such some still images having limitless durations are played while being skipped therebetween based on user input.

20 9. A recording medium substantially as hereinbefore described with reference to any one of the illustrative embodiments shown in the accompanying drawings.

10. A method of recording a date structure having steps substantially as hereinbefore described with reference to any one of the illustrative embodiments.

25 11. A method of reproducing a data structure having steps substantially as hereinbefore described with reference to any one of the illustrative embodiments.

12. An apparatus for recording a data structure substantially as hereinbefore

described with reference to any one of the illustrative embodiments shown in the accompanying drawings.

13. An apparatus for reproducing a data structure substantially as hereinbefore described with reference to any one of the illustrative embodiments shown in the 5 accompanying drawings.

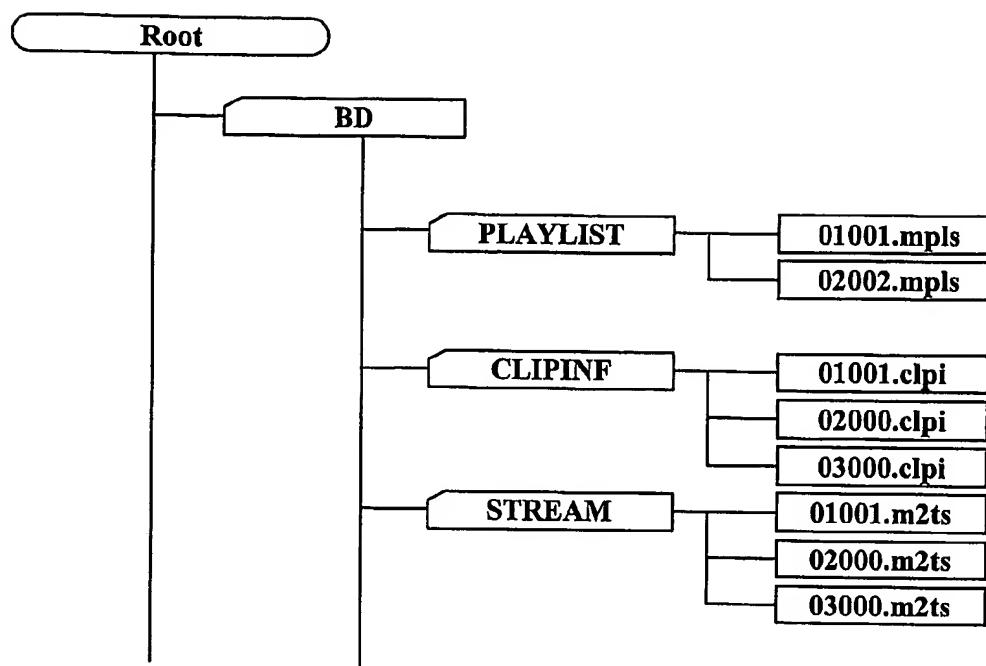
FIG. 1

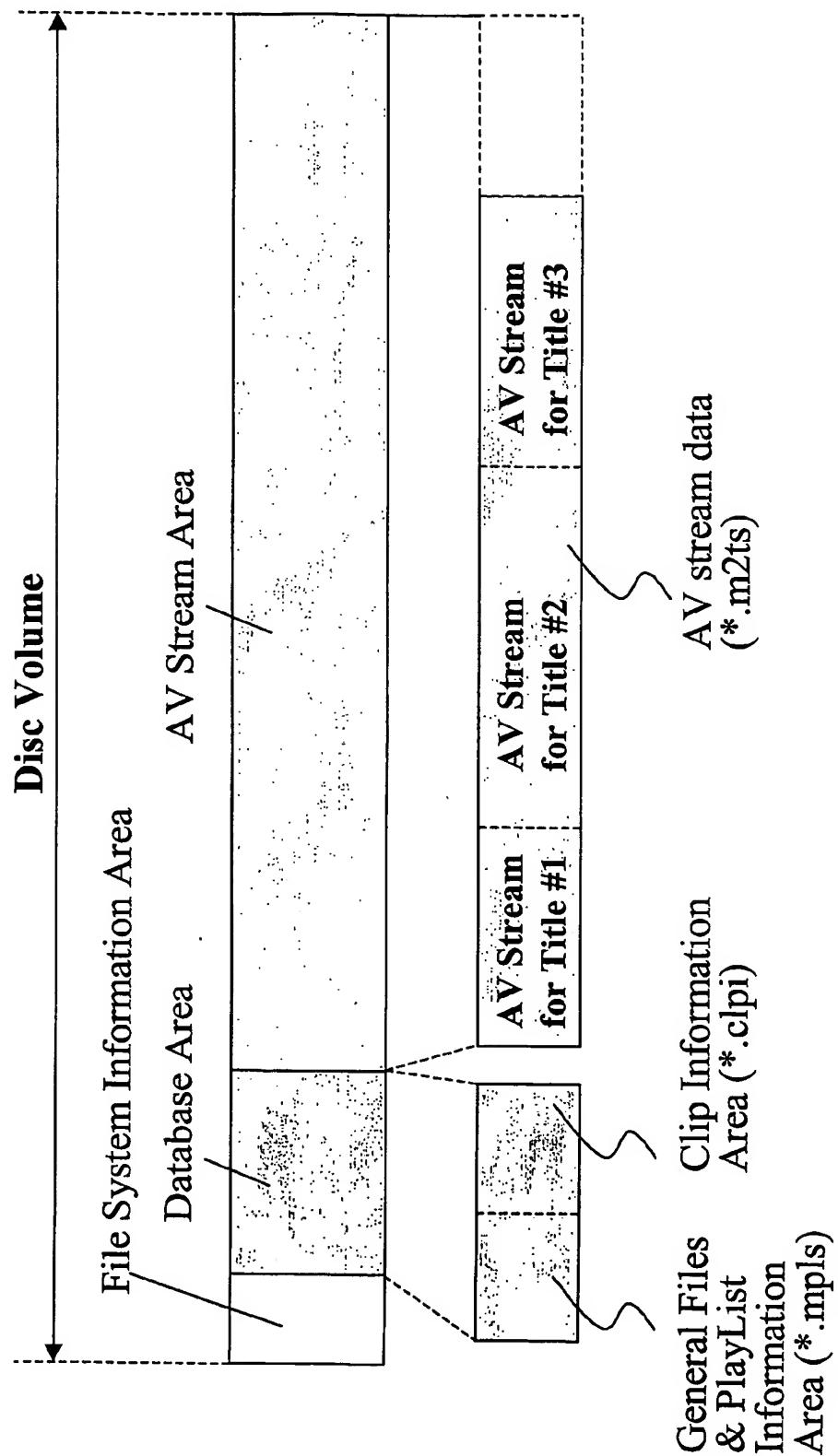
FIG. 2

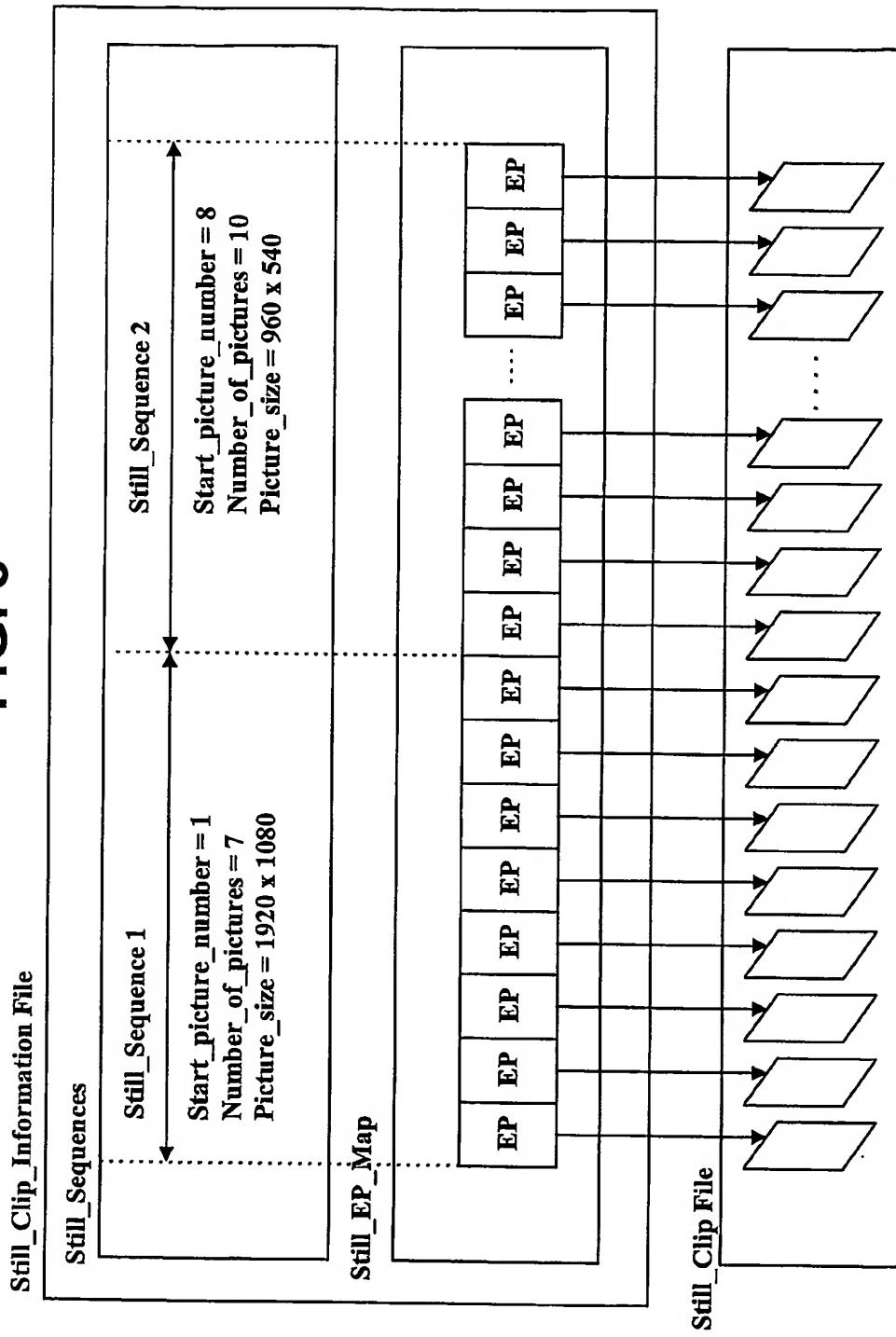
FIG. 3

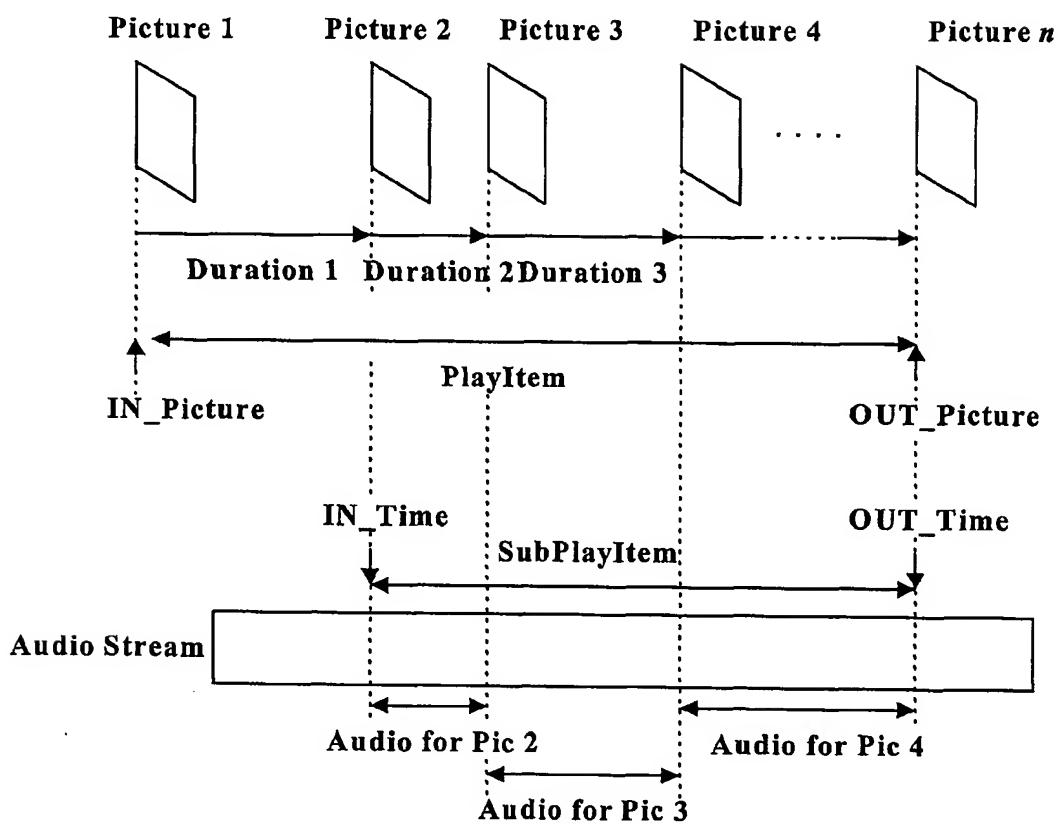
FIG. 4**Case 1 : Picture Duration Limit**

FIG. 5

Case 2 : Picture Duration Limitless

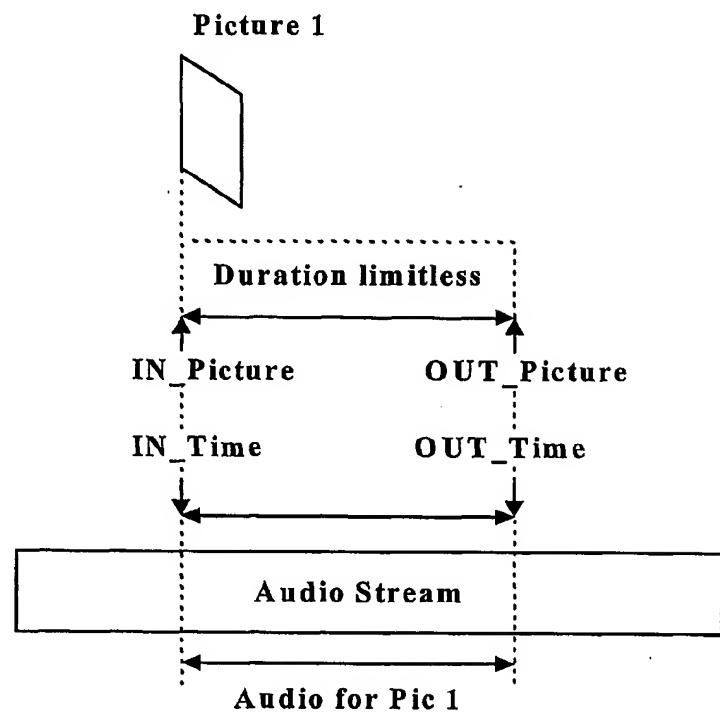


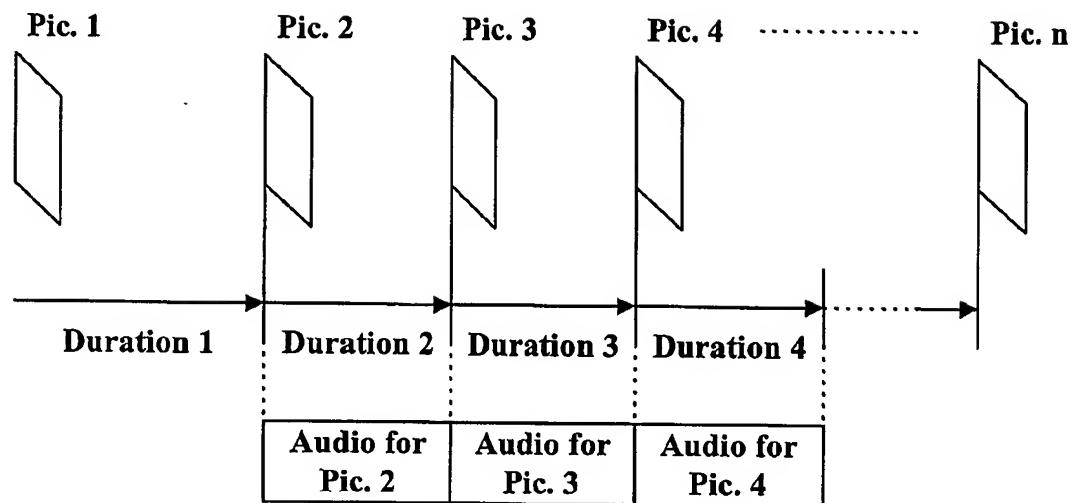
FIG. 6**Slide Show**

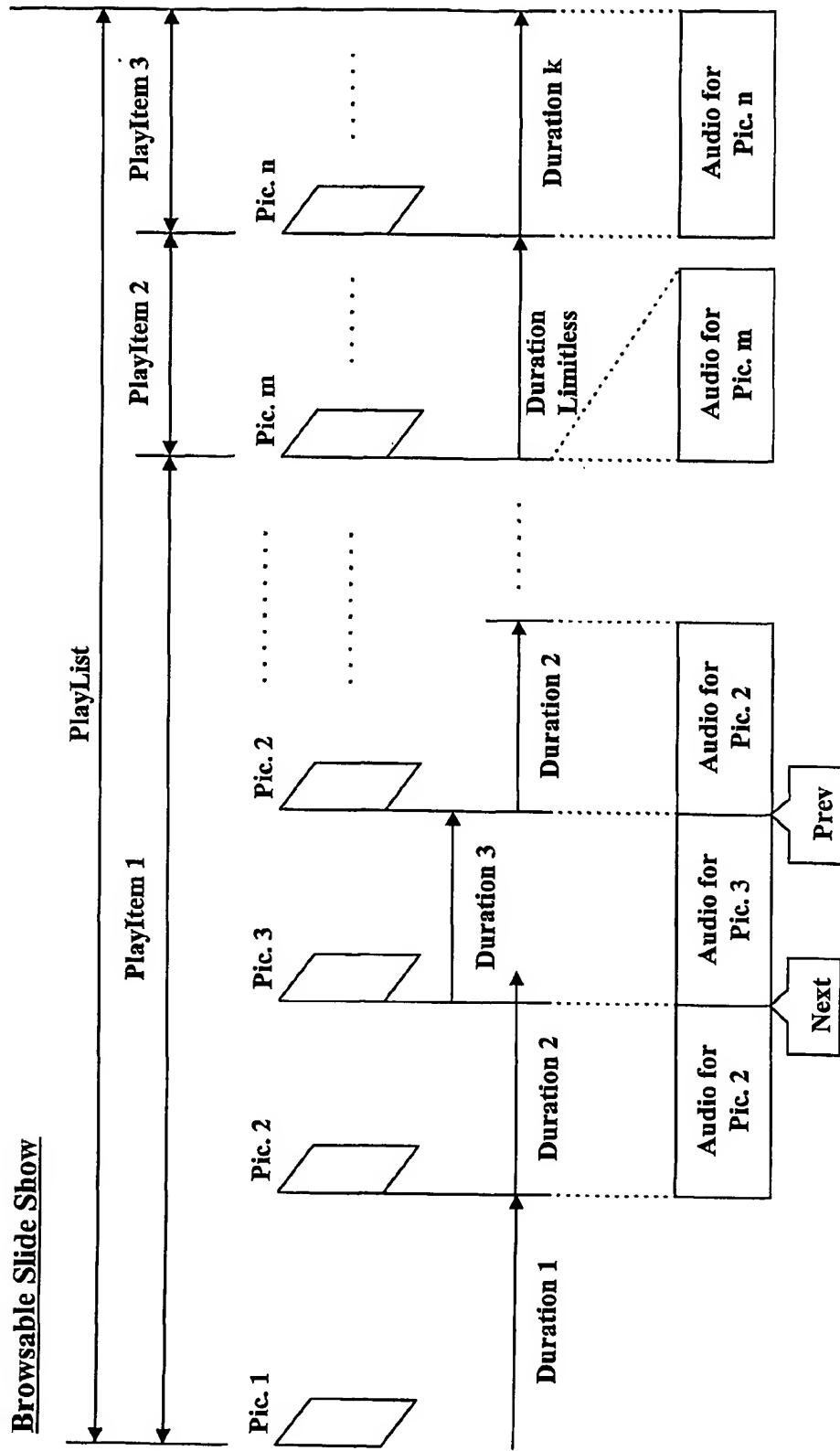
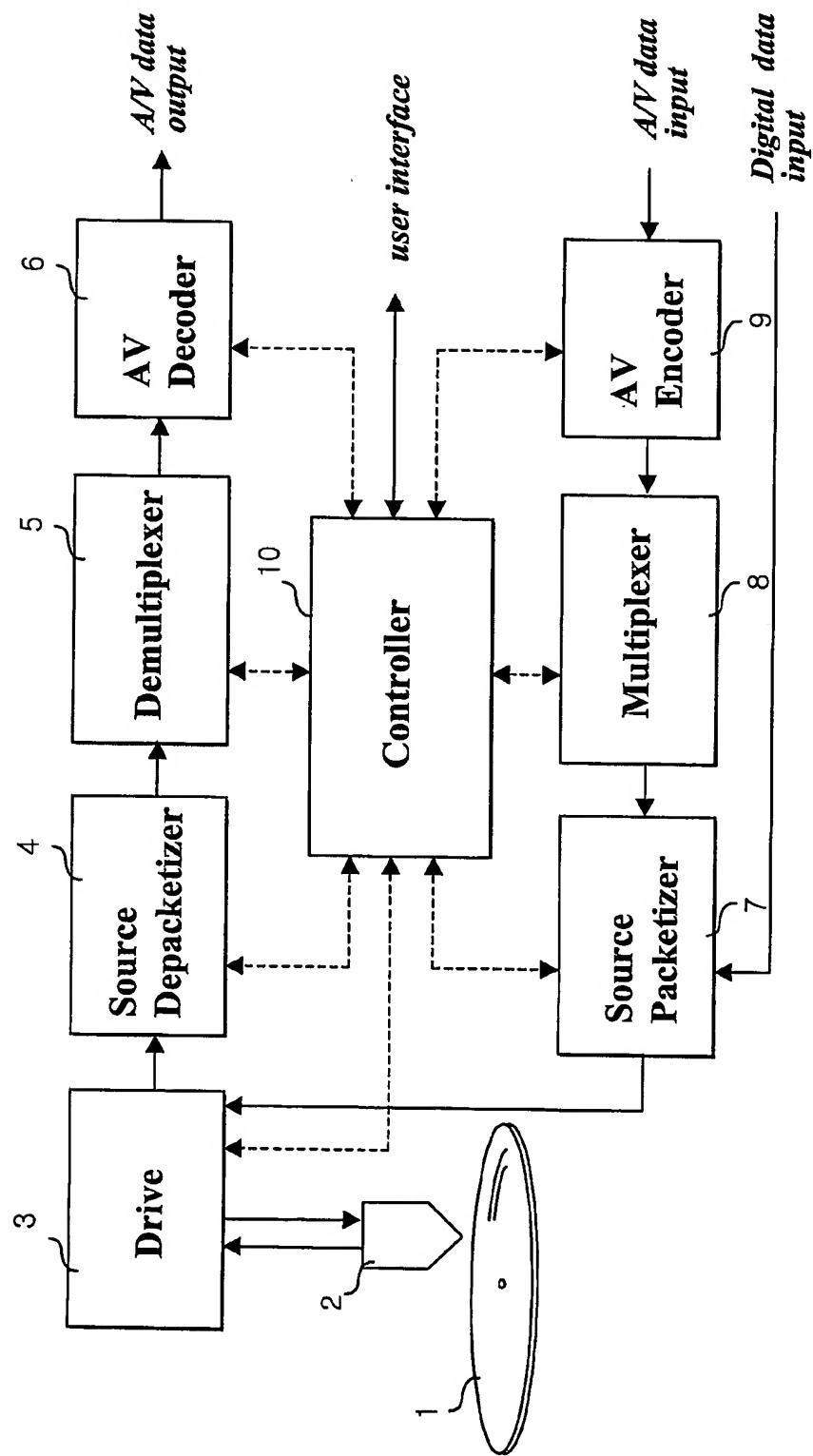
FIG. 7

FIG. 8



METHOD AND APPARATUS FOR DELIVERY OF A BYTECODE EMBEDDED WITHIN A TRANSPORT STREAM

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[more >>](#)

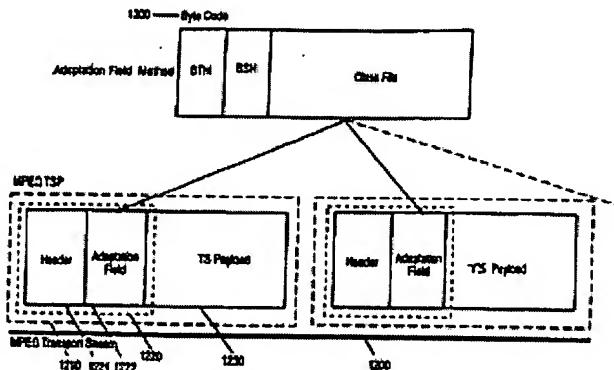
Cited documents:

WO9843415
US5768539
EP0967547
XP000767494

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Abstract of WO0033532

A method and apparatus for embedding of bytecode data in a transport stream is described. Embodiments of the invention serve to make JavaTM bytecode (in a class file) concurrently available to a user that is receiving media information through a transport stream. To ensure the concurrent delivery of bytecode, the information is embedded within spaces allocated in the transport stream, or in packets that carry the media data. In one embodiment of the invention, media data is grouped in structured packets referred to as Packetized Elementary Stream (PES) packets. Predefined spaces are available in each PES packet where bytecode data is embedded. In one embodiment of the invention the pre-defined space is allocated within the header segment of PES packet. In another embodiment bytecode instructions are embedded within a private stream segment of a PES packet. One transport stream used with the invention is an MPEG-2 transport stream that includes structured packets that transport the PES packets. These transport stream packets, in turn, have within them predefined spaces. Bytecode data can also be embedded within spaces available in the transport stream. In an embodiment of this invention bytecode can be embedded in a transport stream header or a transport stream payload segment. In other embodiments, bytecode data is transmitted in the private stream segment and retransmission of bytecode is accomplished in other regions of the PES packet. In another embodiment, bytecode



data is transmitted in an adaptation field and retransmitted data is sent as PES header private data.

A method and apparatus for embedding of JAVA bytecode data in a transport stream is described. To ensure the concurrent delivery of bytecode, the information is embedded within spaces allocated in the transport stream, or in packets that carry the media data. In one embodiment of the invention, media data is grouped in structured packets referred to as Packetized Elementary Stream (PES) packets. In one embodiment of the invention the pre-defined space is allocated within the header segment of PES packet. In another embodiment bytecode instructions are embedded within a private stream segment of a PES packet. One transport stream used with the invention is an MPEG-2 transport stream that includes structured packets that transport the PES packets. In an embodiment of this invention bytecode can be embedded in a transport stream header or a transport stream payload segment. In other embodiments, bytecode data is transmitted in the private stream segment and retransmission of bytecode is accomplished in other regions of the PES packet. In another embodiment, bytecode data is transmitted in an adaptation field and retransmitted data is sent as PES header private data.

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